# About Naming or Why I Like Bike Shedding ;-)

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"There are only two hard things in Computer Science: cache invalidation and naming things"

Phil Karlton

... and off-by-one errors

# Why is naming hard?

...and not popular?

- It's work
- It's not compelling
- It's not appricated

# Not Appealing ...



Image by Robert Fotograf from Pixabay

- ... plus
- Even worse in groups
- Danger of Bike Shedding

## Bike Shedding

"Law of triviality"

Cyril Northcote Parkinson (1957)

"[...] spending the majority of its time on discussions about relatively minor but easy-to-grasp issues [...]"

https://en.wikipedia.org/wiki/Law of triviality

# Bike Shedding In Mob Programming

• Mob: n > 1

- Issues
  - Matter of tast
  - Missunderstanding
  - Revelation of different ideas
  - Other stuff...

**CSS** Versicherung

6

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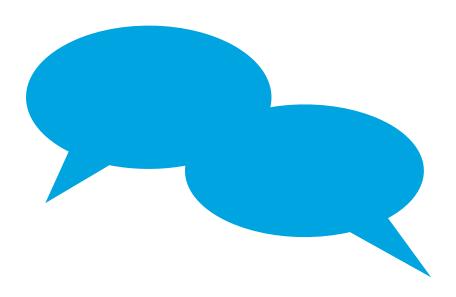
#### Motivation

Why should we quest for good naming?

- → Communication
- → Reveal problems

### Communication

- Writing vs reading
- Achievement
- Esteem



## **Problem Indicator**



Image by user1629 from Pixabay

#### Questions

- Doing too many things?
- Technical thinking or domain knowledge?
- Sufficient understanding of the subject?

## Take aways

- Naming is hard
- Naming is communication
- Be aware of context
- Don't use Bike Shedding as a killer phrase
- Chance to discover unknows
- DDD: Usage of a common language is critical

#### Change your mind:

Naming is not annoying → Use naming as a tool

